

November 2015

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7
Electrical Submittals , 30 days						
			Install Traffic Detour Phase 1, 2 days		Football Game 7PM	
8	9	10	11	12	13	14
	Notice to Proceed					
Electrical Submittals , 30 days						
	Install Asphalt Curb, High Visibility Fence		Private Property Not			
15	16	17	18	19	20	21
Electrical Submittals , 30 days						
		Install Dewatering Systems @ for DR1 Storm , 9.5 days				
22	23	24	25	26	27	28
Install Dewatering Systems @ for DR1 Storm , 9.5 days						
29	30					
Install Dewatering Systems @ for DR1 Storm , 9.5 days						

December 2015

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2	3	4	5
			Install Storm Crossing DR1 (Night Work), 2			
				Inline Ch	Install DR1, 2 days	
Install Dewatering Systems @ for DR1 Storm , 9.5 days						
6	7	8	9	10	11	12
		Meet with Sheri Clar				
Install DR1, 2 days		Install DR2, 5 days				
13	14	15	16	17	18	19
		Install DR3, 3 days			Install DR4 , 1 day	
Install DR2, 5 days						
20	21	22	23	24	25	26
Install DR4 , 1 day	Install DR5, 1 day	Notify Lightwave 45				
		Test Storm System	Temp Pave Trench , 3 days			
		Remove Dewatering	Install DR3, 3.5 days			
27	28	29	30	31		
Temp Pave Trench , 3 days						
Install DR3, 3.5 days						

January 2016

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
Temp Pave Trench , 3 days						
Install DR3, 3.5 days						
3	4	5	6	7	8	9
			Install DR8, 3 days			
Temp Pave Trench , 3 days						
Install DR3, 3.5 days						
10	11	12	13	14	15	16
	Install DF	Install DR5, 1.5 days		Notice of Signal Cor		
			Fill, Flush and Test Water , 5 days			
17	18	19	20	21	22	23
				Water Connections I	Water Connections I	
Fill, Flush and Test Water , 5 days						
24	25	26	27	28	29	30
	Water Connections I	Temp Pave Trench , 2 days			Private Property Not	
			Review Weather Cor		Notify Lightwave 25	
				Clearing and Grubbing for Utility Work , 3 days		
				High Visibility Fence	Sawcut Demo Limits	
31						
Clearing and Grubbing for Utility Work , 3 c						